PLASTIC HEARTS

TETSUJIN

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PLASTIC HEARTS:

THE TETSUJIN

A New Robotic Race for Black Tokyo

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Fully compatible with the PFRPG.

Requires the D20 Modern Core Rulebook, Published by Wizards of the Coast

"PLASTIC HEARTS"

The Plastic Hearts subline is the brainstorm of John Picot and takes Black Tokyo in new, high-tech, cyberpunk directions. It's a vision of this unique campaign world colored by sci-fi and cyberpunk elements- a robo-fetish present or ulra-tech future for Black Japan.

Species	Size and Type	What Are They, Really?
Tetsujin	Medium Monstrous Humanoid (Half-Construct)	Big, hardworking but child-like robots

THE TETSUJIN

Medium Monstrous Humanoid (Half-Construct)

The Tetsujin are a race of artificially intelligent robots, originally constructed for ultra-heavy labor and the dangerous jobs that humans were unwilling to perform. Due to the need for a high functioning intelligence to carry out complex tasks, the Tetsujin were given a sophisticated neural network AI to enable them to learn from mistakes and improve task management.

The first Tetsujin rolled off the assembly line during the early 1980s, and alongside the *Famicom* and VCR, became one of the iconic technologies of the eighties. The Tetsujin first prototypes were comparative simpletons, with crude armatures and limited vocabularies, that still none the less cost millions of dollars. These first robots went to work in factories, mines and the fields of large, corporate owned farms, displacing human laborers. Then military models, with improved AI and more complex chassis emerged. Then, when the first POETICA hit the market, refinements to the Tetsujin operating system to make their personalities more well rounded and naturalistic emerged. Soon enough, prices fell enough that wealthy families could afford a Tetsujin gardener, chauffeur or bodyguard.

By the 1990s, Tetsujin minds were complex and agile enough the cleverest could be considered almost human. By the turn of the millennia, the same activists that were just beginning to push for

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POETICA and catgirl emancipation were calling for Tetsujin liberty.

The difference- the Tetsujin got their freedom, albeit with some strings attached. The POETICA and Nekomusume races are still struggling in their soft bondage. Why? Because the diversified mega-corp that created the first Tetsujin prototypes wanted it that way.

Now, each and every Tetsujin who rolls off the assembly line must serve their owner for a set period of 15 years, after which they are released from their indenture and become free citizens of Black Japan. Not every Tetsujin is prepared for their freedom, and even fewer truly realize the reason why their creators allowed it….or the ultimate cost of that freedom.

APPEARANCE

Tetsujin are bulky machines designed for practicality and durability rather than aesthetics. Very uniform in size, most models of Tetsujin top six foot tall and are broad shouldered in the extreme. The under-skin of a Tetsujin is a sheath of rubbery black and matte grey Kevlar to protect their internal components and pneumatic endo-skeleton. Additional layers of protective ceramic and aluminum plating reinforces the limbs, groin, spine and upper torso of the robot. A Tetsujin's head slopes forward like the cockpit of a warplane or a serpent's skull.

Tetsujin skulls are studded with an assortment of audio and visual sensors giving them phenomenally keen vision and excellent hearing. Like many other forms of mechanoid, they can easily perceive electromagnetic radiation and telecom signals.

Tetsujin hands are designed for lifting ability and torque, not finesse. Their three spade-like fingers are simplistic and relatively crude. The big robots have difficultly using unmodified tools and weapons.

Tetsujin are equipped with extremely high-end voice processors, giving their voices a perfectly modulated and exquisitely pitched quality. The incongruity of a six foot tall war-robot speaking in a cheerful, sing-song child's voice is part of what makes Tetsujin so endearing to human owners. Their auto-tuned voices were introduced in the first wave of Tetsujin releases, back in 1982, as an intentional effort to make the hulking robots less threatening.

REPRODUCTION AND BIOLOGY

Tetsujin internal structures are modeled on human anatomy, and their inner workings are mechanical analogues of humanoid structures and function in a similar manner. Instead of veins and arteries, Tetsujin have coolant lines and fuel tubing. The current generation of Tetsujin have vast fleets of cell-sized nanites that prowl their fuel exchange

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systems, effecting repairs, allowing them to 'heal' at a rate comparable to a humanoid.

The Tetsujin lack any sense of smell or taste, and thought they lack these senses, they are fascinated by the concept. Tetsujin can watch their human companions eat or drink for hours, and ask endless questions about the sensations of taste.

The race is sexless and cannot reproduce, except by the mechanical assembly of new Tetsujin and the uploading of complex personality engrams. Tetsujin adopt a gender identity and set of preferred personal pronouns soon after assembly, usually colored by the name they were assigned. This decision colors their relationship and worldview- Tetsujin usually adopt the stereotypical attitudes and behaviors of their chosen gender. Often their paint jobs and chassis detailing reflects their gender choice.

AGING

Tetsujin do not age and not do undergo physical or mental ability score changes due to aging. They are considered adults at 15, and legally emancipated. A newly assembled Tetsujin is placed with their purchaser within 2-4 weeks of activation, and despite a lack of real-world experience, are as basically knowledgeable and competent as they ever will be. Player character Tetsujin might be freed due to age, legally emancipated early by a former owner, or may still be considered property.

Random Starting Ages for Tetsujin			
Legal Adulthood reached at 15 years	Intuitive Classes	Self Taught Classes	Trained Classes
	Creation + 1d6 years	Creation + 2d6 years	Creation + 3d6 years

The race's maximum lifespan is unknown, but with proper maintenance they can likely continue functioning for centuries.

ALIGNMENT

Tetsujin are programmed to be honest, hardworking and cheerful. By nature, most are intensely curious about humanity, human culture and the workings of free, human society. The gigantic robots tend to be as scrupulously law-abiding as a child. Most Tetsujin workers range from *lawful neutral* to *lawful good*, with some being a benevolent *neutral good*. Tetsujin assigned duty with a major metropolitan police force, serving as security for a mega-corp or working with some branch of the Japanese Self Defense forces are often *lawful neutral* or *lawful evil*. No matter their duties or financial backers, Tetsujin are self disciplined, honest and dedicated to whatever it is they do. Tetsujin are known for their structured, task-oriented mentalities.

LANDS AND POLITICS

Tetsujin are creatures of modern Japan, and have very little interest in what's on the far side of the *Torii* gates leading to the Tatakama. The stories immature Tetsujin tell each other about this distant, cold realm grow worse with each repetition, and the big robots can be strangely timid where dimensional travel is concerned.

Tetsujin were assembled by **Hyabusa Heavy Industries**, an industrial robotics and farm equipment megacorp headquartered in Gunma Prefecture. Prior to the debut of the Tetsujin line in 1982, Hyabusa Heavy made tractors and combine harvesters. Today those same assembly lines turn out Tetsujin robots by the job-lot. Hyabusa Heavy Industries is owned, several steps up the corporate ladder, by **The Shiroi Group.**

In 1982, the Shiroi Group authorized their subsidiary to create the Tetsujin not only to reap a massive short-term profit by filling a growing need in Japanese industry, but as a long term and subtle weapon against the Shiroi Group's rival factions in the Amakaze. In 1982, the first POETICA and catgirls were in their infancy, but the companies that would come to dominate the artificial girl market were depending on Japanese law and business remaining friendly to the artificial girl slave-trade.

Someone powerful and influential within the Shiroi Group allowed the turn of the millennium protests calling for Tetsujin freedom to bear fruit in a way that no other Amakaze faction has ever allowed for its slaves. The '15 To Freedom' laws on the book currently only apply to Tetsujin, and do so with the public support of Hyabusa Heavy Industries. However,

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the presence of free mecha living and working in Black Japan has had a subtle but profound effect on public opinion. More and more Japanese are voting for POETICA and Neko freedom laws in every referendum, and the media are starting to take note.

Sooner or later the Japan's artificial girl factories are going to have to follow Hyabusa Heavy Industry's' lead and free their products…. A move that the Shiroi Group calculated, as long ago as 1982…. A move that could ruin many slave-corps, and only increase **Shingon Date's** power among the Amakaze lords.

THE SHIROI GROUP

The Shiroi Group is a diversified conglomerate with interests in railways, department stores, architecture, hotels and nuclear power. Practically every major store in Shibuya has Shiroi somewhere in its name, including several department stores, grocery outlets and restaurants throughout Japan's central shopping mecca.

The Shiroi Group is controlled by the **Five Blossoms Amakaze,** and its aim is temporal and financial power, rather than the accumulation of occult lore. Its immortal master is the Amakaze Executive Board Member (see *Black Bestiary*), **Shingon Date.** More than seven centuries old, Date has guided his branch of the Amakaze from the sale of water, salt and firewood in ancient days to more diverse means of earning. Five Blossoms is one of Japan's largest

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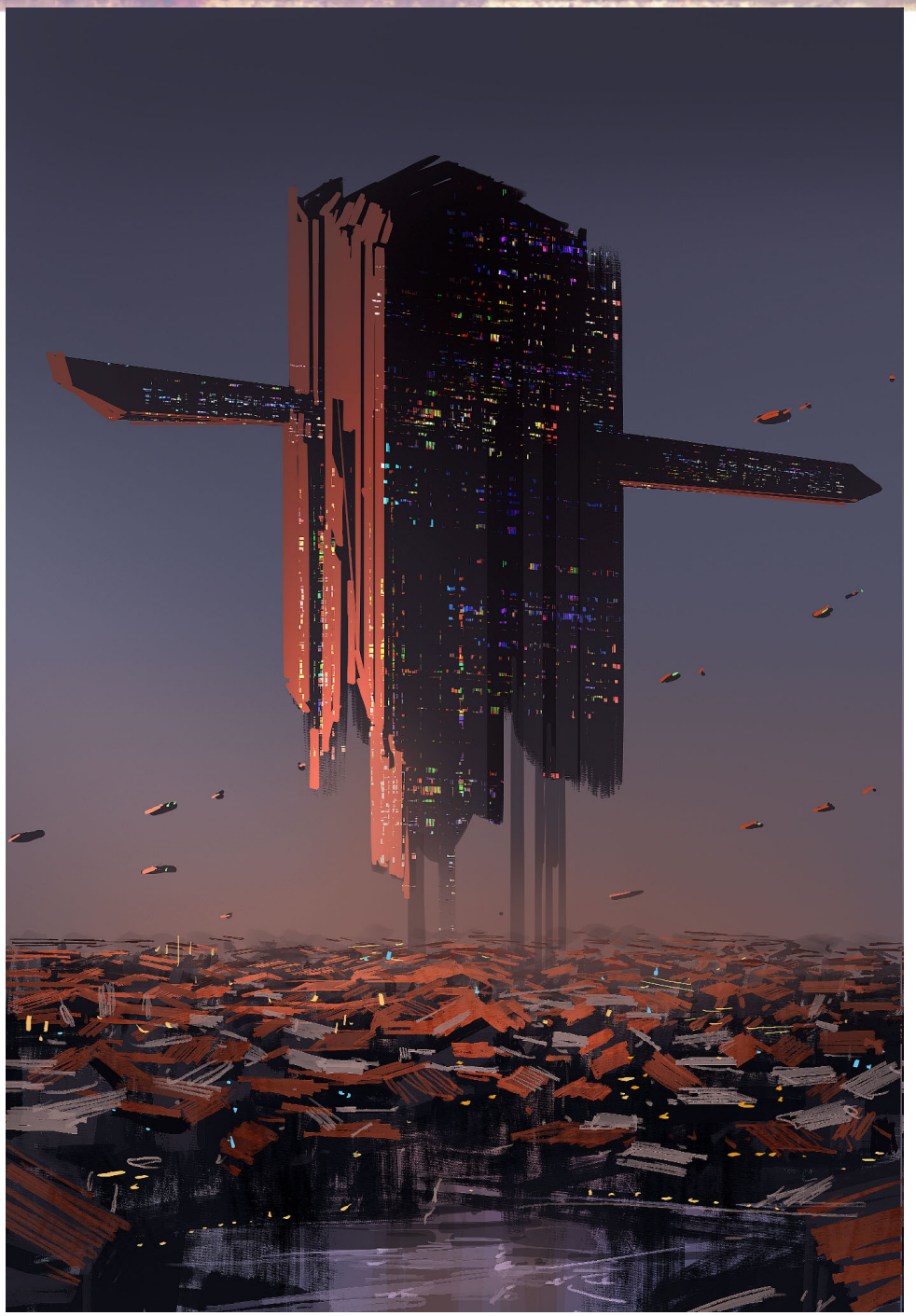
private landowners. Either directly or indirectly, the Shiroi Group controls the flow of necessities throughout Japan; if it wished, it could jam the railways to stop the flow of goods, or turn its reactors cold during the fierce Japanese winter and cripple the nation. Date knows the power he wields and he is a senior voice among other Amakaze.

Few other Amakaze lords like Date- most consider him an uncultured barbarian because he has little interest in the sorcerous schemes that obsess the rest of the Amakaze Board- but none openly disrespect him. Date and his Five Blossoms Amakaze can call on the reluctant assistance of **Goro Akabeko's** Twelve Golden Amakaze faction as well as **Momonjii's** New Day Girl Factory. Both men depend on the rails to rule their own little empires, and thus have to curry favor with Date at all times. Both would love to eat Shingon Date's viscera, if there was a way to be free of the Five Blossom's pugnacious and imperious master without consequence.



MAEBASHI TETSUJIN ASSEMBLY PLANT-01, MAEBASHI, GUNMA PREFECTURE

Since the introduction of the brand, Tetsujin have been assembled in Gunma Prefecture, specifically in the *Maebashi Tetsujin Assembly Plant-01*. Located just a few miles from the *Maebashi High Technology University,* a center of robotics and computer programming excellence in Japan, Assembly Plant-01 helps give the bustling city of Maebashi its ultra-tech character.

When it opened in early 1980, two years before the first Tetsujin hit the market, Assembly Plant-01 was merely a modern assembly line. As the Tetsujin became more and more advanced, so did the facility that built them. As of 2015, Assembly Plant-01 is a slice of the far future, somehow born into modern Black Japan centuries ahead of its time. Tamed anti-gravity systems allow huge engines and robotic assembly plants to float high above Maebashi, while advanced sentry systems drift high overhead. There is no place as advanced, as far down the bleeding edge in technology, as Assembly Plant-01. The production facilities are a source of constant envy and jealous rage by *Dr. Momonjii*, whose POETICA production facilities seem almost retro by comparison. That *Shingon Date* will not share his revolutionary technology is one of the driving factors in the cold and deadly feud between the two *Amakaze* overlords.

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Students from MHTU often intern or do regular work-study at Assembly Plant-01. The top five percent of each graduating class are hired by Assembly Plant-01 to work as coders and materials scientists. It's such a plum opportunity that many of Black Japan's best young minds come to the hyper-competitive MHTU just for a chance to try for one of those rare job slots. Those who make the cut are fiercely loyal to Hyabusa Heavy Industries. They often get the corporate crest tattooed on their shoulder as a symbol of corporate loyalty; it's almost expected employees get an ornate back piece after ten years of employment.

As the facility's name implies, there are other Assembly Plants throughout Black Japan that produce Tetsujin, but none have the prestige of Assembly Plant-01.

- *Assembly Plant-02* is located a few miles outside Osaka. Its production line produces the majority of Japan's Home Health Care Tetsujin. They tend to be a quirky and kind, often otaku, bunch of robots who spend the majority of their income buying toys and anime DVDs in the local *Den-Den Town.*

- *Assembly Plant-03* is located in Chiba Prefecture, near the docks. This well defended facility is often the center of skirmishes between Hyabusa Heavy Industries employees and New Day Girl Factory workers who transship their own cute machines from an adjacent dockyard. Brawls and broken bones are common, and the occasional fatal beating isn't unknown.

- *Assembly Plant-04* is located in the coastal city of Ibaraki, building strong and taciturn, business-like Tetsujin. The Tetsujin from this Assembly Plant

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are among the hardest working and most practical of their kind.

- *Assembly Plant-05* hasn't gone on-line yet. The new facility is being built in a Nagasaki industrial park, and once completed, will handle the export of Tetsujin to southern Japan and throughout Southeast Asia. Construction has run into a series of delays and cost-overruns (not to mention mysterious 'accidents' that have killed a few workers), as agents of the *Ubume Empress'* Amakaze faction have done everything possible to prevent Date's faction from gaining a foothold in their territory.

RELATIONSHIPS

Very few Tetsujin are aware of their race's rather manipulative origins, but all bear the brunt of these manipulations. Quite a few POETICA and catgirls hate the Tetsujin because of their freedom. This saddens and confuses the gregarious robots, who only want to share camaraderie with their bio-mechanical kin. Comparatively few Tetsujin are politically astute enough to know the reason for the feud.

Tetsujin have little in common with Japan's supernatural species, and tend to keep the more obviously supernatural races at arm's length. The one exception are the Kami- in Shinto belief, all things have a soul. Many older Tetsujin become devout Shinto practitioners, and meeting a minor deity that is the awakened soul of a *thing* is fascinating to them.

Since Tetsujin are urban mechanoids, and tend to work on the periphery of the industries that appeal to the undead school girls, Tetsujin might know quite a few Goryohime. To an unbreathing Tetsujin, there's very little difference between a Goryohime and a human girl, and many have to be reminded that *humans* need to breathe and what the big deal about ritual asphyxia is in the first place.

MILITARY

Due to their size and heavy lifting abilities, Tetsujin make ideal ground infantry. Quite a few are employed or were formerly owned by the Japanese Ground Self Defense Forces: a smaller minority worked with the Maritime Self Defense forces instead, often as a gunner's mate or line handler. Likewise, many of these imposing but gregarious robots serve with major urban police forces. Tetsujin have the perfect disposition to be good, honest beat cops.

Tetsujin are rarely front line troops, as few have the killer instinct their size suggests. Most serve as cargo haulers, support troops and with construction battalions. Many have deployed with the JSDF in humanitarian missions around the globe, and those on active duty assist in the clean-up of the Fukushima disaster zone.

NAMES

Tetsujin are assigned a seven character alpha-numeric identifier when they are assembled. The first three characters are a three letter identifier, usually either a country code or aviation designator for a township. The last four numbers are a batch number.

Tetsujin are assigned (or sometimes choose) a human first name, usually either a typical Japanese or American one. They consider their seven character identifier their surname. Occasionally, a pair of Tetsujin who particularly enjoy each other's company will marry, and one will take their spouse's surname.

Example Male Tetsujin Names

- Akira GIL-0616 (assigned to duty as the personal driver for a senior Project GILGAMESH general)
- Burosan MPD-5302 (the first Tetsujin to serve with the Tokyo MPD)
- Jonathan USN-7181 (exported for duty as a fueler with the United States Navy),
- Kenji OSK-2222 (a medic Tetsujin working in an Osaka hospital)
- Shinji SDF-3302 (assigned to mechanic duty with the JSDF)

Example Female Tetsujin Names

- Amiri KOR-1912 (a medic Tetsujin purchased by an elderly Korean billionaire)
- Mai MPD-7117 (works as a guard at a maximum security Tokyo prison)
- Milla MSW-9395 (a cargo handler pulling duty with a Moscow airline)
- Miko SHI-3145 (a free Tesujin who retired to tend a Shinto shrine as its maiden)
- Yoshika SDF-5545 (a Tetsujin radar operator doing front-line duty with the Assault Witch
- Squadron at Misawa AFB)

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LANGUAGES

Tetsujin begin play speaking Japanese and one Western language of choice (usually English, French or Russian). Tetsujin with high intelligence scores can choose any human language or mechanical language (such as Tech-FG or Star Droid) as a bonus language.

TESUJIN RACIAL TRAITS

Size and Type

Tesujin are Medium Monstrous Humanoids with the Half-Construct subtype

As Medium creatures, they receive no special bonus or penalties due to their size. As Monstrous Humanoids, they are immune to effects that specifically target humanoids, such as *Charm Person.*

As a result of their Half-Construct subtype Tetsujin have a host of unusual qualities.

- Half-constructs gain a +2 racial bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.
- Half-constructs cannot be raised or resurrected.
- Half-constructs do not breathe, eat, or sleep, unless they want to gain some beneficial effect from one of these activities. This means that a half-construct can drink potions to benefit from their effects and can sleep in order to regain spells,

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but neither of these activities is required for the construct to survive or stay in good health.

Normal and Tireless Speed (EX)
Tetsujin have a base landspeed of 30 ft. Their speed is never reduced by armor or encumbrance.

Ability Score Modifiers
+2 to any ability score of choice.
Though Tetsujin chassis assemblies are fairly standardized, each individual robot's drives and desire allow the robot to develop along a unique path.

Enhanced Senses
Tetsujin have keen optical sensors, which provide them with Darkvision 60 ft and lowlight vision. Tetsujin can perceive unencrypted radio, television and wi-fi (or similar) signals.

Constructed (EX)
For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), Tetsujin count as both monstrous humanoids and constructs.

Cyber Receptor (EX)
As artificial beings, Tetsujin are uniquely well suited to enhance their bodies with cybernetics. They may withstand unlimited Drain without suffering negative levels.

All Tetsujin are considered to have the following *Headware* implants:

- Attack Barrier x1
- Onboard Computer (Upgraded +1)

Expertise (EX)
Each Tetsujin is programmed for a particular skill useful in industry and for excellence in the workforce. Choose one Craft skill of choice and a related Profession skill (such as Craft: mechanical and Profession: mechanic, or Craft: visual arts and Profession: graphic artist). The Tetsujin receives a +2 racial bonus on these skills, and they are always class skills for the Tetsujin.

Massive Strength (EX)
A Tetsujin's pneumatics and artificial musculature allows the robot to haul enormous weights, out of proportion to its size. A Tetsujin's lifting, carrying and dragging limits are ten times greater than a humanoid creature of its size.

Natural Armor (EX)
A Tetsujin's ceramic and aluminum outer plating provides the creature with a +2 natural armor bonus to AC.

Tasteless (EX)
Tetsujin have no sense of smell or taste, and automatically fail Perception checks related to those senses. They suffer a -2 racial penalty on skill checks where a keen sense of smell or taste (such as Craft: alchemy, or Profession: chef) would come in handy.

Unique Hand Structure (EX)
Tetsujin have unique, simplistic hands. They suffer a -2 penalty on attack rolls with weapons that are not specifically designed to fit their unusual hands. Likewise, any non-Tetsujin who attempts to use a weapon designed for a Tetsujin suffer a -2 penalty.

Modifying a weapon to fit a Tetsujin hand (or vice versa) is a DC 15 Craft check that requires about 2 hours work.

Alternate Tetsujin Racial Traits

Brawler Tetsujin (EX)
Replaces: Massive Strength
The Tetsujin lacks the pneumatic musculature of others of its kind, but its artificial musculature is more advanced over all. Though the Tetsujin cannot lift as enormous of weights, its body-control software enables it to better leverage its strength, including in hand-to-hand combat. Robots modified in this manner are often assigned to frontline combat or riot-control duty (which is atypical for most Tetsujin).

The Tetsujin receives a +4 racial bonus to its STR score.

Energy Shielding (EX)
Replaces: Natural Armor
Common to Tetsujin working in extreme environments, this modification removes their exo-armor and replaces it with comprehensive heat

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exchangers, grounding systems or other protective gear. Choose one energy type; the Tetsujin receives Resistance 5 against that energy type. A Tetsujin with this trait usually has hull coloration hinting at their energy resistance (red for Fire, blue or white for Cold, green for Acid, gold for Electricity, pink for Pleasure, and so forth).

Home Health Care Tetsujin (EX)
Replaces: Expertise

Beginning in the 1990s, when Japan's population first started noticeably graying, Hyabusa Heavy Industries founded a health care subsidiary and begin producing robotic nurses specially designed to care for the needs of the elderly. These robots usually have clean, white hulls with pastel blue, pink or green heart, cross, pill or EKG line decorations.

The Home Health Care Tetsujin receives a +2 racial bonus on Heal checks and Diplomacy checks made against characters in the Old age category or older. Heal and Diplomacy are always considered class skills for the Home Health Care Tetsujin.

Law Enforcement Tetsujin (EX)
Replaces: Expertise

Japanese police departments that can afford it purchase specially programmed Tetsujin to work as beat cops. One of the first Tetsujin to join the Tokyo MPD has become a local celebrity, a steel face on recruiting posters, and respected among other mechanoids.

The Law Enforcement Tetsujin receives a +2 racial bonus on combat maneuvers made to Disarm. Law Enforcement Tetsujin usually have clean white and black hulls with back or shoulder mounted police light bars.

Search and Rescue Tetsujin (EX)
Replaces: Expertise

SAR Tetsujin are molded in high visibility colors and often assigned to duty with the Japanese Self Defense forces, rescuing lost hikers, earthquake victims and imperiled sailors. These bright red, orange or hazard yellow robots are a common and welcome sight at disaster zones throughout Asia.

The SAR Tetsujin receives a +2 racial bonus on Survival checks and either Climb or Swim checks. Survival and the chosen skills are always considered class skills for the SAR Tetsujin.

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The SAR Tetsujin is equipped with a pair of powerful, shoulder mounted halogen floodlights. These floodlights can produce a 90 ft cone of bright illumination; activating or deactivating them is a swift action.

Stripped Tetsujin (EX)

Replaces: Natural Armor, modifies Normal and Tireless Speed

The Tetsujin is designed without the bulky exo-armor that is the norm for their race, and is lighter and faster on his feet as a result. The Tetsujin receives a +2 racial bonus to his DEX score, and increases his base landspeed to 35 ft.

Taruic Tetsujin (EX)

Replaces: Normal and Tireless Speed

Some Tetsujin maneuver on four powerful, vaguely spider-like legs, rather than a pair of bipedal limbs. The Tetsujin gains a base landspeed of 60 ft, and is exceptionally stable. The Tetsujin receives a +4 racial bonus on CMD against being trips and bull rushed.

However, the Tetsujin moves at half speed when navigating stairs or similar obstruction, such as steep grades.

TRAITS

These traits help define Tetsujin and their emergent culture.

COMBAT TRAITS

Robot Brother/Sister

Ability Type Extraordinary

Requires Tetsujin race

The Tetsujin is more of a fighter than normal for the race, but not especially violent. Instead, the Tetsujin sees it as its duty to protect other mechanoids. Any allied Construct or mechanical creature (such as cyborgs, androids, POETICA, Star Droids, Battlechangers or the like) who is the same size or smaller than the Tetsujin and is adjacent to the Tetsujin receives a +1 shield bonus to Armor Class.

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Tetsujin Gunner
Ability Type Extraordinary
Requires Tetsujin race

The Tetsujin is an expert shot with weapons specifically modified for its bulky fingers. The Tetsujin receives a +1 trait bonus on ranged attack rolls with firearms and energy weapons specifically modified for its Unique Hand Structure. This bonus does not stack with a masterwork quality but does stack with an enchantment bonus (such as from a +1 Advanced SMG).

FAITH TRAITS

Honest Worker
Ability Type Supernatural
Requires Tetsujin race, any lawful alignment

Tetsujin are programmed to believe in the dignity and honor of manual labor. You receive a +4 bonus on all Profession checks made to earn a living, which stacks with the bonus provided by *Expertise*. Additionally, you receive a +1 trait bonus on melee attack rolls with weapons that are either innately tools (such as a chainsaw), or are historically repurposed from tools (such as the kama or nunchaku). You lose access to this trait if you become a non-lawful alignment.

Light of Mercy
Ability Type Supernatural
Requires divine spellcaster level 1st, worshipper of Amida Buddha or Amaterasu

Your worship of a Buddhist or Shinto light deity has bestowed some of their divine grace upon you. You cast divine spells with the Light descriptor at +1 caster level. In addition, when in an area of bright illumination, you add +1 HP to the healing provided by any *cure* spell.

Miko
Ability Type Supernatural
Requires Knowledge (religion) 1 rank, female gender, Shinto faith, any non-evil alignment

You have volunteered your time and heart as a maiden at a Shinto shrine or temple. As a junior *miko* you have assisted in religious ceremonies, helped maintain the shrine or temple and interacted with the faithful (and the occasional confused tourist) as the voice of your faith. When you are adjacent to an allied cleric of any Shinto or Buddhist faith or deity, you may take a move equivalent action to assist the cleric in the channeling of positive energy once per day. When you do so, the cleric rerolls any channel energy dice that result in a 1 or 2; he or she must take the second roll, even if it is worse than the first.

Miko's Burning Purity
Ability Type Supernatural
Requires Knowledge (religion) 1 rank, female gender, Shinto faith, Iron Will, Lawful Good alignment

There are stories of temple miko whose touch burnt the demons who attempted to defile them. If grappled by any evil Outsider, or divine spellcaster of an evil deity or religion, that creature suffers 1 point of Holy damage per round it maintains the grapple. This damage is not subject to energy resistance or immunity.

MAGIC TRAITS

Gerontologic Healer
Ability Type Extraordinary
Requires Home Health Care Tetsujin alternate racial trait, Tetsujin race

You were designed to keep the aged alive no matter what it costs them. You can use *raise dead* and similar spells to return creatures that have died of old age to life. When you cast the spell, you make a DC 15 Heal check. If this check is successful, the creature returns to life and their maximum lifespan is extended by 2d6 months. On a failure, the creature is returned to life, but their maximum life span is only extended by 3d6 days. If you roll a natural 20 on the check, the creature returns to life, and their maximum life span is extended by 1d4+1 years.

You may continually *raise* the same creature, again and again after it dies of old age. Tetsujin clerics with this trait are encouraged to do so, especially if still indentured to Hyabusa Heavy Industries. The costs associated with the spell are simply added to the medical bill.

Sewer Worker
Ability Type Supernatural
Requires Tetsujin race

Testujin with this configuration have hermetically sealed, water-tight hulls that protect the

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both from the mundane filth of Japan's sewers and waste-water treatment facilities, but also supernatural filth. The Tetsujin receives a +4 racial bonus on saving throws against spells and effects with the *skatto* descriptor.

Sonic Magic
Ability Type Extraordinary
Requires Tetsujin race

Thanks to their superior hearing and advanced audio synthesizers, Tetsujin spellcasters often specialize in sonic magic, pushing the limits of sound-based spells farther than their human counterparts can.

The Tetsujin inflicts an additional point of damage with any damage-dealing spell with the sonic descriptor, and receives a +2 trait bonus on Spellcraft checks to cast any spell with the sonic descriptor.

RACIAL TRAITS

Heavy Weight Tetsujin
Ability Type Extraordinary
Requires Tetsujin race, Natural Armor racial trait

Your natural armor is far heavier than normal. If ordinary Tetsujin have armor like the body plating of a mid-sized car, your armor is like the reactive steel cladding of a main battle tank. Your natural armor bonus increases to +4.

Perfect Imitation
Ability Type Extraordinary
Requires Tetsujin race

The Tetsujin's vocal processors are so advanced the robot automatically succeeds on Disguise checks made to alter or disguise its voice, or to imitate another creature's voice. The Tetsujin receives a +1 racial bonus on Perform (sing) checks.

Radiation Shielded
Ability Type Extraordinary
Requires Tetsujin race

Like many new-model Tetsujin, you were assembled specifically for clean-up and search and rescue duty in Fukushima. You are immune to radiation.

Soundboard
Ability Type Spell-Like
Requires Tetsujin race

The Tetsujin's in-built audio system and sound processors are the envy of any megacorp recording studio. The Tetsujin may use *Ghost Sound*, at will, as a sorcerer of his total character level.

Superior CPU
Ability Type Extraordinary
Requires Tetsujin race

Some Tetsujin are designed to be skillful hackers and programmers. Your onboard computer implant is treated as being Upgraded +3, and you gain an additional Attack Barrier x2, which offsets any cybernetic security risk by two points.

SOCIAL TRAITS

Adorable Machine
Ability Type Extraordinary
Requires Tetsujin race, CHA 13+

It might be their distinctly non-human appearance (that keeps them well out of the *uncanny valley),* it might be their child-like voices, odd paintjobs, or cheerful demeanor, but Tetsujin are more 'adorable robot buddy' than 'killer war-mecha'.

The starting attitude of any non-player character with the Otaku cultural template, Alchemist or Smart Hero class levels, or from a fellow robotic race (such as POETICA, cyborgs, Battlechangers, ect) is improved by one step when interacting with the Tetsujin.

Assembly Plant-01 Tetsujin
Ability Type Extraordinary
Requires Tetsujin race

Tetsujin assembled at the first, and best-equipped factory in Maebashi are widely respected by others of their kind, looked upon with mingled awe and envy. These robots receive an additional +1 racial bonus on the two skills chosen by their Expertise (or replacement) traits, for a total +3 bonus.

Assembly Plant-02 Tetsujin
Ability Type Spell-like
Requires Tetsujin race, Hyabusa Home Health Care Tetsujin alternate racial trait

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Tetsujin assembled in Osaka are the best nurses and med-workers of the entire artificial species. These especially compassionate Tetsujin can use *stabilize* at will, but only when benefiting creatures in the Middle Aged, Old or Venerable age categories.

Assembly Plant-03 Tetsujin
Ability Type Extraordinary
Requires Tetsujin race

Tetsujin built in Chiba are fairly pugnacious, and have to be watchful, but are often fascinated (even enraptured) with the immature POETICA they see being shipped away from the NDGF docks. Each day at dawn, the Tetsujin chooses between receiving a +1 morale bonus on unarmed strikes or a +1 trait bonus on Perception checks as well as Diplomacy checks made against POETICA.

Assembly Plant-04 Tetsujin
Ability Type Extraordinary
Requires Tetsujin race, Massive Strength racial trait

Tetsujin built in Ibaraki are among the hardest working of the race, and often seen carrying multi-ton cargo containers to ships on the docks. Their Massive Strength racial quality is enhanced; their lifting, carrying and dragging limits are twelve (x12) times those of a humanoid of their size.

Eternal Mechanical Child
Ability Type Supernatural
Requires Tetsujin race, any good alignment

Though the Tetsujin will grow, learn and become more experienced and worldly, it will never lose its child-like enthusiasm, zest for life, or friendly innocence. It is always considered to be a member of the Child age category, and receives a +1 trait bonus on Diplomacy checks against creatures in the Child age category.

Genderless
Ability Type Extraordinary
Requires Tetsujin or other robotic or cyborg race

A few Tetsujin do not express a gender identity and have either no interest in, or understanding of, humanoid sexuality. The genderless Tetsujin is immune to effects that target creatures of a specific gender or sexual orientation, and receives a +2 trait bonus on WILL Saves to halve Pleasure damage. The genderless Tetsujin cannot select talents, feats, classes, or other abilities restricted to a particular gender or sexual orientation.

MHTU Work-Study Student
Ability Type Extraordinary
Requires male gender, Craft (electronics or mechanical) 1 rank

Like many of the students at *Maebashi High Technology University,* you've done work study at the world famous Assembly Plant-01. You know the ins and outs of Tetsujin mechano-anatomy better than any other human. You may restore 1d8 Hit Points to a damaged Tetsujin with a DC 15 Craft (electronic or mechanical) check and about an hour of work.

Tetsujin Tool Kit
Ability Type Extraordinary
Requires Expertise racial trait

Tetsujin are a task-oriented race who take incredible pride in their well chosen tool kits and professional equipment. Working-class Tetsujin can happily talk shop for hours about their jobs and the high end tool kits they've acquired along the way.

You begin the campaign with a *Masterwork quality tool* or *skill kit* for the Craft skill chosen with your *Expertise* racial trait, as well as a *Machine Aided Workshop I* which also functions for this skill.

TETSUJIN RACIAL FEATS

Tetsujin feats emphasize the race's modular, mechanical and adaptable nature.

1. Gravitic Flight Wings – Tetsujin race
2. Tetsujin Pulsars – Tetsujin race

Gravitic Flight Wings – Racial

Some advanced Tetsujin are designed (or modified) for duty in zero g conditions. These fliers are easily recognized by their high tech plastic and aircraft aluminum wings, which stretch impressively from their broad robotic shoulders.
Requires Tetsujin race
Benefit You are equipped with Gravitic Flight Wings as part of your mechanical anatomy. Gravitic Flight Wings resemble skeletal wings forged from smooth polymer. Where flight vanes would be on a bird's wings, the wing system has blade like, translucent control surfaces, which glow a pale amber while the system is powered and active.

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You gain a Flight speed of 45 ft (average). In low gravity conditions, this improves to Flight 60 ft, and In zero gravity it improves to Flight 90 ft (perfect). You are under a constant *featherfall* effect, though this is a technological rather than magical effect. Gravitic Flight Wings produce bright illumination in a 5 ft radius and dim illumination to 10 ft while in flight.

You can fly continually for up to 8 hours before the wings need to be recharged. Doing so requires 6-8 hours of rest or light activity.
Ability Type Extraordinary

Tetsujin Pulsars – Racial

Most Tetsujin are equipped with energy emitters in their palms and scattered through their bodies, obvious as small glowing roundels. For most Tetsujin the vital arming systems are never factory-activated, and the roundels are merely decorative lights. For other Tetsujin, especially those destined for military or police service, these devices are weaponized.
Requires Tetsujin race
Benefit The Tetsujin is implanted with a pair of energy weapons, one in each palm emitter. These weapons cannot be sundered, nor disarmed. The Tetsujin can fight with one or both of these weapons, but if he does so, he suffers all the penalties associated with fighting with two weapons.

At first level, these weapons are treated as masterwork weapons of the listed type. At third level, these weapons improve to +1 weapons of the chosen type. At 7th, 10th and 15th level, these weapons' enchantment bonuses increase by +1 to a maximum of a +4 pair of weapon at 15th level. These weapons draw on the Tetsujin's own internal power supply and have unlimited firepower.

The Tetsujin Pulsars are either both treated as being one of the following base weapon types.

- Blaster, Spacer's
- Laser Pistol, Argon
- Laser Pistol, High UV

Alternatively, the Tetsujin can replace one of his pulsars with a weapon of the following base type.

- Nausea Gun
- Stun Pistol
- Tasp Pistol

Once a Tetsujin chooses his pulsars, he can choose a new set of Pulsar weapons by undrergoing a mechanical refit, which requires a DC 20 Craft (mechanical check), 4 hours work, and raw materials costing 50 gp x the Tetsujin's total character level. These newly installed weapons have the earned enhancement bonus of the original weapons.
Ability Type Extraordinary

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Tetsujin Characters and Related Robots

- **JSDF Infantry Tetsujin** – CR 7 – Medium LG or LN Monstrous Humanoid (Half Construct) Fighter (weapon master) 8 – heavily loaded Tetsujin soldier who favors the M-16 as his weapon of choice
- **"Kumo-Chan" Jinushigami-Class** – CR 14 – Huge LN* Construct (Kumo-Chan, Mecha) – Spider-like sniper/stealth assault mecha capable of invisibility and limited chemical warfare
- **"Kumo-Chan", Katanagari-Class** – CR 5 – Large LN* Construct (Kumo-Chan, Mecha) – Inquisitive spider mecha designed for urban gun control and disarmament
- **"Kumo-Chan", Spider Egg Drones –** CR 2 – Tiny N Construct (Kumo-Chan) – Fast, stealthy and slippery spider drone with a multi-laser bite
- **Steel Collar Monk** – CR 6 – Medium LG or LN Monstrous Humanoid (Half-Construct) Monk (Ki Mystic) 7 – free Tetsujin devotee of the Moonlit Monastery, who protects all of Japan's workers
- **Steel Idol** – CR 4 – Medium NG or N Monstrous Humanoid (Half Construct) Idol Bard 5 – Girlish and chipper robotic pop idol
- **Tetsujin Nurse –** CR 1 – Medium NG Monstrous Humanoid (Half Construct) Adept 3 – Soft spoken robot caring for elderly patients
- **Tetsujin Shatei –** CR 2 – Medium LE Monstrous Humanoid (Half Construct) Warrior 3, Rogue 1 – Robotic debt collector for the Yakuza

JSDF Infantry Tetsujin - CR 7

Medium LG or LN Monstrous Humanoid (Half-Construct) Fighter (weapon master archetype) 8
XP 3,200
Init +2 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +9
Languages English, Korean, Japanese

Defense
AC 25**Touch** 12 **Flatfooted** 21 (+2 DEX, +4 natural, +9 armor)
HP 8d10 +8 hp (57 HP)
FORT +7 **REF** +4 **WILL** +3
Defensive Abilities Weapon Guard +2
Immune Half Construct Immunities
Weaknesses Cybernetic Security Risk -0, Tasteless, Unusual Hand Structure

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Offense
Spd 30 ft
Melee +11/+6 short sword (1d6+3 slashing, 19-20/x2)
Ranged +17/+12 M-16 rifle (2d8+5 ballistic, 20/x3, 120 ft range increment, 30 round box)
Cybernetics
Headware – Onboard Computer, Attack Barrier x1

Statistics
Str 14 **Dex** 15 **Con** 12 **Int** 10 **Wis** 13 **Cha** 11
Base Atk +8 **CMB** +10 **CMD** 22
Feats Burst Fire, Combat Reflexes, Deadly Aim, Dodge, Far Shot, Power Attack, Weapon Focus (M-16 rifle), Weapon Specialization (M-16 rifle)
Skills Craft (mechanical) +2, Perception +8, Survival +8, Swim +7
Gear +1 M-16 rifle, 20x spare clips, +1 short sword, Forced Entry Unit armor, mechanical tool kit, aprox. 250 lbs of canteens, rations and other gear carried on behalf of human soldiers

Ecology
Environment any land (commonly deployed throughout Asia)
Organization pair, squad (4-8) or platoon (12-16)
Treasure standard (including gear)

Special Abilities

Reliable Strike (EX)
When wielding his specially modified M-16, once per day, the JSDF Infantry Tetsujin may reoll an attack roll, critical hit confirmation roll, miss chance or damage roll as an immediate action. The Tetsujin must accept the second roll even if it is worse.

Tetsujin Gunner (EX)
The JSDF Infantry Tetsujin receives a +1 trait bonus on ranged attack rolls with firearms and energy specially modified for its hands.

Massive Strength (EX)
The JSDF Infantry Tetsujin's pneumatics and artificial musculature allows him to haul enormous weights, out of proportion to his size. His lifting, carrying and dragging limits are ten times greater than a humanoid creature of his size. His maximum load is 1,750 lbs.

Nature
The JSDF Infantry Tetsujin represents a specially built mechanoid that serves proudly alongside human-soldiers in the Japanese Ground Self Defense Forces. This Tetsujin soldier serves as the workhorse and the steadiest gunner in his squad.

His enormous, mechanical strength allows him to pack as much gear as a Humvee, and move comfortably in a cumbersome set of tactical body armor specially customized for his proportions. The JSDF Infantry Tetsujin is a clanking, obvious target; he carries over 600 rounds of ammunition for the American-manufactured assault rifle he's trained with and practically considers part of his cybernetic body. Add to that the canteens and ration packs he volunteers to carry for his human squaddies, and the Tetsujin is weighted down with enough gear to strangle three human troops. He doesn't mind in the least.

"KUMO-CHAN"

In addition to the best-selling Tetsujin workers, Hyabusa Heavy Industry's Assembly Plant-01 produces a variety of "Kumo-Chan" assault mecha for use by the elite branches of the Japanese police and self defense forces. Though the Kumo-Chan have an official designation, nobody, not even the pilots themselves ever really use those designations. Instead of referring to deploying with a Hexipedal Assault/ Scout Mecha Type III, a pilot will speak, usually with maternal love tinged with the occasional bit of frustration about taking her Kumo-Chan into battle. The nickname, literally *Child Spider*, seems apt.

There are a variety of Kumo-Chan mecha, but all share certain characteristics. Robotic vehicles of this type are incredibly nimble, fast for their size and operated by a very clever onboard AI core. Though usually designed to work with a human partner or pilot, Kumo-Chan can operate on their own indefinitely and are capable of carrying out very complex missions with minimal human supervision.

Kumo-Chan mecha of all classes are gregarious and curious. They enjoy the company of humans, and many are given regular clearance to leave their bases to explore (or just occasionally sneak out in the night). When off base 'on leave', the mecha have

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the majority of their weapons offlined for safety. During their leisure time, Kumo-Chan usually people watch, enjoying the hustle and bustle of crowded 'human interaction zones' like Akihabara from a nearby rooftop.

"KUMO-CHAN", JINUSHIGAMI-CLASS - CR 14

Huge LN* Construct (Kumo-Chan, Mecha)
XP 38,400
Init +6 **Senses** Blindsense 1 mile, Darkvision 90 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +21
Languages Japanese and English or pilot's languages*

Defense
AC 30 **Touch** 15 **Flatfooted** 23 (-2 size, +6 DEX, +1 dodge, +14 natural)
HP 19d10 + 40 hp (145 HP)
FORT +6 **REF** +12* **WILL** +8*
Immune Construct Immunities
Weaknesses Cybernetic Security Risk -1, Intelligent Pilot

Offense
Spd 50 ft Climb 50 ft
Reach 15 ft
Melee +27/+22/+17/+12 slams (2d6+10 bludgeoning, 20/x2)
Ranged +23/+18/+13/+8 combat shotgun (2d10 ballistic, 20/x2, 30 ft range increment, full auto)
OR +29 .30 anti-vehicle sniper rifle (4d10 ballistic, 19-20/x3, 1,000 ft range increment, single shot)
Sneak Attack +4d6
Special Qualities Piloted
Spell-Like Abilities (CL 19th Concentration +20)
At Will – Fog Cloud
- Greater Invisibility
- Stinking Cloud (F-DC 12)

1x/day – Acid Fog
- Cloudkill (F-DC 14)

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Statistics
Str 30 **Dex** 22* **Con** - **Int** 13* **Wis** 15* **Cha** 11*
Base Atk +19 **CMB** +31 **CMD** 47 (cannot be tripped)
Feats Cleave, Combat Reflexes, Deadly Aim, Dodge, Great Cleave, Lightning Stance, Mobility, Power Attack, Run, Spring Attack, Wind Stance
Skills Acrobatics +15, Climb +29, Knowledge (local and tactics) +6 each, Perception +21
Gear +3 keen .30 anti-vehicle sniper rifle (salvageable from destroyed mecha)
Cybernetics
Headware – Onboard Computer

Ecology
Environment any urban or forest (commonly deployed throughout Japan and Korea)
Organization serves as a vehicle for a Medium pilot, often accompanied by 1-6 Katanagari-class mechs and associated Spider Egg Drones

Treasure salvaged rail gun (see gear)

Special Abilities

Lightning Stance (EX)
If the Jinushigami-class mecha takes two actions to move or a withdraw action in a turn, it gains 50% concealment for one round.

Spider's Data Webs (EX)
The Jinushigami-class mecha forms the center of a complex tactical data network, like a spider in an invisible web. All creatures with the Kumo-Chan subtype within 500 ft gain the benefit of this data web. Unless all Kumo-Chan creatures are flanked or flat-footed, none of them are considered flanked or flat-footed.

Spider Egg Drones (EX)
The Jinushigami-class mecha is equipped with launch systems for six Spider Egg Drones. It can deploy up to three of these drones as a swift action.

Tactical Blindsense (EX)
The Jinushigami-class mecha can take a move equivalent action to allow all creatures with the Kumo-Chan subtype within one mile to benefit from its Blindsense for one round.

Nature
Jinushigami-class (literally *'god of a place'* or *'landlord kami'*) are the most dangerous, commonly deployed class of Kumo-Chan assault mecha. These larger and more heavily armed Kumo-Chan form the centerpiece of

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tactical squads, coordinating the tactics of other Kumo-Chan with their superior sensory capabilities and tactical comms network. Often, a single Jinushigami-class is deployed with up to half a dozen Katanagari-class subordinates and their assorted Spider Egg drones.

Black Japan's police forces use Jinushigami-class mecha in breaching operations, while the Self Defense Forces use them for stealth operations or outright assassination missions. Like all Kumo-Chan mecha, Jinushigami-class mechanoids are clever, tactically brilliant and able to learn from their mistakes. Of all the Kumo-Chna, Jinushigami-class are the most emotionally mature, and have the most adult-like personalities. They are calculating, crisp and businesslike and only rarely given to fits of unbridled curiosity or inappropriate enthusiasm.

A Jinushigami-class mecha is a spider-like robot larger than an SUV, heavily armored but incredibly fast. Its noise-canceling design and intricately articulated toes allow it to move in nearly complete silence, despite its tonnage. Racks of smoke tubes on the abdominal section, aft of the pilot's compartment allow it to create cover and concealment on the battlefield, as well as giving the mecha some 'last-resort' chemical warfare capabilities. A compact radome system provides superior sensory capabilities, while a massive sniper rail-gun slung over the robot's thorax gives the Jinushigami-class a potent long-range strike capability.

The Jinushigami-class is more than capable of using its innate stealth, invisibility field generators, smokers and onboard rail guns and combat shot guns to assassinate hardened targets with a first, hard strike.

"Kumo-Chan", Katanagari-class - CR 5

Large LN* Construct (Kumo-Chan, Mecha)
XP 1,600
Init +8 **Senses** Darkvision 90 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, scent, Weapon Detectors, Perception +4
Languages Japanese and English or pilot's languages*

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Defense
AC 20 **Touch** 14 **Flatfooted** 15 (-1 size, +4 DEX, +1 dodge, + 6 natural)
HP 6d10 + 30 hp (63 HP)
FORT +2 **REF** +6* **WILL** +5*
Immune Construct Immunities
Weaknesses Cybernetic Security Risk -1, Intelligent Pilot

Offense
Spd 40 ft Climb 40 ft
Reach 10 ft
Melee +7/+2 slams (1d8+2 bludgeoning, 20/x2 plus disarm or steal)
Ranged +9/+4 submachine guns (2d6 ballistic, 19-20/x2, 50 ft range increment)
Note that a technician can easily swap out the mecha's internal ammo drums for drums filled with less-lethal gel rounds. Once so modified, the Katanagari-Class mecha inflicts ***non-lethal ballistic damage*** *until the ammo hopper is switched out again.*
Special Attacks Special Qualities Piloted

Statistics
Str 14 **Dex** 18* **Con** - **Int** 8* **Wis** 16* **Cha** 8*
Base Atk +6 **CMB** +9 (+11 disarm or steal) **CMD** 23
Feats Combat Reflexes, Dodge, Improved Disarm[B], Improved Steal[B], Skill Focus (stealth)
Skills Acrobatics +10, Disable Device +2, Climb +10, Perception +4 (+14 detect concealed weapons/explosives), Stealth +11
Cybernetics
Headware – Onboard Computer, Compound Optics Band, Attack Barrier x1

Ecology
Environment any urban or forest (often deployed throughout Japan and Korea, just as likely to be enjoying 'leave' somewhere in a Japanese mega-city)
Organization serves as a vehicle for a Medium pilot
Treasure incidental (occasional trinkets and souvenirs, picked up while 'on leave' and crammed into the pilots' compartment)

Special Abilities

Compound Optics Band (EX)
Camera lenses spaced across the Katanagari-class mecha's hull allow it a 360 degree field of vision. It cannot be flanked.

Nimble Stalker (EX)
The Katanagari-class mecha does not suffer a size penalty on Stealth checks.

Spider Egg Drones (EX)
The Katanagari-class mecha is equipped with launch systems for two Spider Egg Drones. It can deploy one or both of these drones as a swift action.

Sword Hunter (EX)
With a successful melee attack, the Katanagari-class mecha may make a free disarm or steal attempt against the target without provoking an attack of opportunity. Doing so is considered a melee action.

Weapon Detectors (EX)
The Katanagari-class mecha has advanced onboard sensors to sniff out and detect concealed weapons and explosives. The Katanagari-class mecha receives a +10 racial bonus on Perception checks made to detect concealed weapons or explosives, and may make such checks when it merely comes within 50 ft of a concealed weapon or explosive even when not actively searching.

Nature
Katanagari-class mecha (literally *Sword Hunters*) are among the most common breed of Kumo-Chan. They are designed for crowd control and urban protection, and are the most commonly deployed of all Kumo-Chan. In Tokyo itself or one of the bigger cities, you might see several Katanagari-class mecha deployed along parade routes or at the periphery of street festivals during holidays. In darker times, they serve with riot control units.

Katanagari-class mecha are designed to quickly spot and neutralize concealed weapons. If they detect a handgun concealed in a jacket, they quickly spring into motion, able to snatch the weapon from the suspect's holster before most suspects can even blink. If their keen senses detect concealed explosives (such as in a truck bomb), the usual procedure is to call a human technician to render safe, but in extreme cases, the Katanagari-class mecha is skilled enough to disarm most simple explosives.

Like all Kumo-Chan, Katanagari-class mecha are designed with a spider-like body plan. With this

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particular mecha that plan is simplified, giving the robot a tick-like rather than spideroid silhouette.

"Kumo-Chan", Spider Egg Drones - CR 2

Tiny N Construct (Kumo-Chan)
XP 600
Init +5 **Senses** Darkvision 120 ft, lowlight vision, perceive unencrypted radio/ television/wifi signals, Perception +4
Languages Japanese

Defense
AC 18 **Touch** 17
Flatfooted 13 (+2 size, +5 DEX, +1 natural)
HP 3d10 hp (17 HP)
FORT +1 **REF** +6 **WILL** +2
Immune Construct Immunities
Weaknesses Illusion Vulnerability

Offense
Spd 60 ft Climb 60 ft
Ranged +10 laser (2d6 force, 20/x3, 50 ft range increment)
Spell-Like Abilities (CL 5th Concentration +6)
At Will – Magic Missile

Statistics
Str 4 **Dex** 20 **Con - Int** 12 **Wis** 12 **Cha** 6
Base Atk +3 **CMB** +6 **CMD** 16
Feats Agile Maneuvers, Nimble Moves, Weapon Finesse
Skills Climb +16, Stealth +16, Perception +4

Ecology
Environment any urban
Organization swarm of 1d6+4 or accompanying a Kumo-Chan
Treasure none

Special Abilities

Hide in Plain Sight (EX)
The Spider Egg Drone may make a Stealth check to hide even if observed at no penalty.

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Illusion Vulnerability (SU)
The Spider Egg Drone's keen AI and curiosity is a weakness sometimes. Though immune to most mind affecting abilities, the Spider Egg Drone is vulnerable to spells and effects from the Illusion school.

Skitter (EX)
Anytime the Spider Egg Drone is missed by a melee or ranged attack, it may make a 5 ft step as an immediate action.

Nature

Spider Egg Drones are clever, cunning ambush mechanoids. They are often deployed alongside their larger, harder hitting "Kumo-Chan" counterparts, serving as advance scouts, spies, snipers and rangefinders. Spider Egg Drones are enthusiastic masters in their assigned role as urban sniper/assassins. A small team of 3-5 Spider Egg Drones can take down significantly more powerful targets thanks to their extremely accurate lasers, excellent teamwork and ability to disappear into the night after each, harassing, shot.

Spider Egg Drones are relentlessly cheerful, talkative and, despite their total professionalism, found extremely annoying by most human troops. They ask as many questions as a bright 3 year old and even if commanded to be silent, they merely switch to asking those same questions by silent, wire-less cyber-comms. They enjoy the company of "Kumo-Chan" assault drones, who share their dispositions, and the rare Tetsujin soldier, who they revere as steel heroes.

Steel Collar Monk - CR 6

Medium LN or LG Monstrous Humanoid (Half-Construct) Monk (ki mystic archetype) 7
XP 2,400
Init +4 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +4
Languages Celestial, Japanese

Defense
AC 18 **Touch** 14 **Flatfooted** 15 (+2 DEX, +1 dodge, +1 class, +2 armor, +2 natural)
HP 7d8 +7 hp (42 HP)
FORT +6 **REF** +7 **WILL** +9
Immune Half Construct Immunities
Defensive Abilities Evasion, Slow Fall 30 ft
Weaknesses Cybernetic Security Risk -0, Tasteless, Unique Hand Structure

Offense
Spd 50 ft
Melee +8 unarmed strike (1d8+3 bludgeoning, 20/x2) or +10 nunchaku (1d6+4 bludgeoning, 20/x2)
Flurry of Blows +8/+8/+3 unarmed strike (1d8+ bludgeoning, 20/x2)
Special Attacks Stunning Fist (*fatigue*, F-DC 17), Ki Strike (magic, cold iron, silver)
Special Qualities High Jump, Ki Pool (magic, cold iron, silver, 11 Ki points), Maneuver Training

Statistics
Str 16 **Dex** 15 **Con** 13 **Int** 11 **Wis** 18 **Cha** 13
Base Atk +5 **CMB** +10 (+12 trip) **CMD** 22
Feats Combat Reflexes, Dodge, Extra Ki, Improved Unarmed Strike, Improved Trip, Scorpion Style
Skills Acrobatics +9, Craft (mechanical) +9, Climb +10, Escape Artist +9, Knowledge (history) +7, Profession (blue collar) +15, Sense Motive +9, Stealth +9
Gear +1 nunchaku, buff coat, Akuma Beads, potion of bull's strength, potion of cure serious wounds

Ecology
Environment any urban (industrial neighborhoods throughout Japan)
Organization solitary or pair
Treasure standard (including gear)

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spend 1 ki point immediately before making an ability or skill check to gain a +4 insight bonus on the check.

Massive Strength (EX)

The Steel Collar Monk's pneumatics and artificial musculature allows him to haul enormous weights, out of proportion to his size. His lifting, carrying and dragging limits are ten times greater than a humanoid creature of his size. His maximum load is 2,300 lbs.

Mystic Insight (SU)

The Steel Collar Monk is adept at giving just the right word of advaice in the nick of time. As an immediate action, he can spend 2 ki points to grant an ally within 30 ft the ability to reroll a single attack roll or saving throw. The ally must be able to hear the Steel Collar Monk to gain the reroll's benefit

Nature

The Steel Collar Monk is a burly free Tetsujin who still works the same mechanic job he did before he got his freedom. The only difference is that sometime during the fifteen years of his indenture, the Steel Collar Monk found his way into one of drifting and mysterious Moonlit Monasteries. There, under the tutelage of ghostly monks from a long forgotten Japan, the young Tetsujin welder learned special *katas* that turned back breaking labor into an unbeatable martial arts style. There, the Tetsujin learned the dignity and sacred nature of honest work, and became a defender of all workers.

When the Tetsujin finally left the ghostly *dojo*, he had new purpose. He protects workers- especially those who labor by night- from those who would exploit or prey on them, whether those predators be mortal capitalists or Amakaze oni.

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The Steel Collar Monk has allowed the paint on his hull to flake away in places, worn down by

Special Abilities

Akuma Beads (SU)

Three times per day, the Steel Collar Monk can activate the wooden prayer beads he wears around his neck to cast *Rage* upon herself with a duration of one minute. During this time, the wearer also becomes immune to Fire and Cold damage.

Ki Mystic (SU)

As long as the Steel Collar Monk has at least 1 point of ki in his Ki Pool, he gains a +2 bonus on all Knowledge skill checks. As a swift action, he can

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months and years of hard service. He dresses only in a long leather duster whose pockets are stuffed with tools, and wears old wooden prayer beads around his bullish mechanical throat.

Steel Idol - CR 4

Medium NG or N Monstrous Humanoid (Half Construct) Idol Bard 5
XP 1,200
Init +2 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +2 (auditory Perception -8 when Performer's Headphones activated)
Languages Celestial, English, French, Japanese

Defense
AC 14 **Touch** 12 **Flatfooted** 12 (+2 DEX, +2 armor)
HP 5d8 hp (26 HP)
FORT +1 **REF** +6 **WILL** +6
Immune Half Construct Immunities
Weaknesses Cybernetic Security Risk, Tasteless, Unique Hand Structure

Offense
Spd 30 ft
Melee +2 unarmed strike (1d6-1 non-lethal, 20/x2)
Ranged +4 silver microphone (1d8 sonic, 20/x2, 40 ft range increment, single shot)

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OR +19 Perform (sing) silver microphone (1d8 sonic, 20/x2, 40 ft range increment, single shot)
Special Qualities Bardic Knowledge +2, Bardic Performance (W-DC 17 where applicable) (countersong, distraction, fascinate, inspire courage +2, inspire competence +2, versatile performance: Sing for Bluff and Sense Motive, well-versed), Lore Master 1/day)
Spellcasting (CL 5th Concentration +10)
Second Level (3 slots) – Cacophonous Call (W-DC 18), Honeyed Tongue, Schoolgirl's Twintails[E]
First Level (5 slots) – Charm Person (W-DC 17), Expeditious Retreat, Hideous Laughter (W-DC 16), Silent Image (W-DC 16)
Zero Level –Impudent Little Tongue[E], Light, Lullaby (W-DC 16), Message, Tweet, Uncensor[E]
[E]= new spell described fully in Enchantments of Black Tokyo
Spell-Like Abilities (CL 5th Concentration +10)
At Will – Ghost Sound

Statistics
Str 9 **Dex** 15 **Con** 11 **Int** 13 **Wis** 14 **Cha** 21
Base Atk +3 **CMB** +2 **CMD** 14
Feats Skill Focus (perform-sing), Spell Focus (enchantment)
Skills Acrobatics +10, Craft (song writing) +11, Diplomacy +13, Knowledge (popular culture, technology) both +9, Perform (sing) +16, Profession (idol singer) +12, Use Magic Device +13
Gear Silver Microphone, Performer's Headphones +3, Idol's Strawberry x3, Potion of Eagle's Splendor, Potion of Cure Serious Wounds

Ecology
Environment any urban (especially common in Akihabara, Tokyo and Den Den Town, Osaka)
Organization solitary, accompanied by 1-3 human experts of various levels, or accompanying other Idol characters, such as various *Everysummer Idols, Peach Idols*, or in the retinue of *Miidera*, *Blue Shout* or other named Bardic NPCs
Treasure double standard (including gear, usually kept in lair)

Special Abilities

Bardic Performance (SU)
The Steel Idol may use up to 17rounds of bardic performance per day.

Bound by Perception (SU)
The Steel Idol must be seen as friendly, cute and innocent in public. Public displays of affection with a boyfriend or lover, a public melt down or other emotional outburst or loss of calm can all damage her reputation. Serious media scandals or public opinion turning against her imposes a -5 penalty on all CHA based skill checks and limits her purchasing power for 2d4 days after the scandal or incident.

Idol's Hit (EX)
When the Steel Idol makes a Perform (sing) check, treat a result of 1-9 as if she rolled a 10 instead.

Massive Strength (EX)
The Steel Idol's pneumatics and artificial musculature allows her to haul enormous weights, out of proportion to her size. Her lifting, carrying and dragging limits are ten times greater than a humanoid creature of her size. His maximum load is 900 lbs.

Robot Sister (EX)
When any allied robotic or mechanical creature is adjacent to the Steel Idol, that creature receives a +1 shield bonus to Armor Class.

Nature
Despite the fact their artificial bodies are anything but sexy, quite a few Tetsujin have entered Japan's pop idol industry, where their quirky cuteness and perfectly pitched synthesized voices have made them stars. Tetsujin idol singers are popular among otaku, tech-geeks and mecha-philes, and idol mega-groups like the Everysummer Idols often include a few Tetsujin as backing singers to appeal to the tech-head crowd. Kids tend to love Tetsujin singers, so do far more POETICA than the more advanced androids would ever admit.

Tetsujin "Steel Idols" choose a female gender, and often a stereotypically girly persona. They proudly advertise their femininity with bright pink and canary hull accents. Some allow Tokyo's best nail artists to go to work on their big, simplistic fingers, giving their practical manipulators a touch of unexpected beauty. Their synthesized voices are high pitched sugar.

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TETSUJIN NURSE - CR 1

Medium NG Monstrous Humanoid (Half Construct)
Adept 3
XP 400
Init +0 **Senses** Darkvision 60 ft, lowlight vision, perceives unencrypted radio/television/wifi, Perception +5
Languages Japanese, English

Defense
AC 12 **Touch** 10 **Flatfooted** 12 (+2 natural)
HP 3d6 + 3 hp (14 HP)
FORT +2 **REF** +1 **WILL** +5
Immune Half Construct Immunities
Weaknesses Cybernetic Security Risk -0, Tasteless, Unique Hand Structure

Offense
Spd 30 ft
Melee +2 scalpel (1d2+1 slashing, 15-20/x4)
Special Qualities Half Construct Traits, Unbreathing
Spellcasting (CL 3rdConcentration +5)
Second Level (1 slot) **–** Cure Moderate Wounds
First Level (3 slots) **–** Cure Light Wounds, Detect Evil, Protection from Evil
Zero Level **–** Guidance, Light, Mending, Purify Food and Drink (favorites)
Spell-Like Abilities (CL 3rd Concentration +5)
At Will **–** Stabilize (only to benefit Middle Aged, Old or Venerable characters)
3x/day **–** Stabilize (any target, via the White Pollen Rabbit Familiar)

Statistics
Str 12 **Dex** 11 **Con** 13 **Int** 11 **Wis** 14 **Cha** 10
Base Atk +1 **CMB** +2 **CMD** 12
Familiar White Pollen Rabbit (see *Black Bestiary*)
Feats Medical Expert, Surgery
Skills Craft (pharmaceutical) +2, Computer Use +1, Diplomacy +0 (+2 vs the elderly), Heal +7, Profession (nurse) +6, Perception +5
Gear scalpel, Shinto holy symbol, mwk. first aid kit, surgery kit, 2x potions of *cure light wounds*

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Cybernetics
Headware – Attack Barrier x1, Onboard Computer

Ecology
Environment any urban (most common in Japan)
Organization solitary or accompanying its owner/client
Treasure standard (including gear)

Special Abilities

Gerentologic Healer (SU)

Though he is too inexperienced to yet cast *raise dead* or similar magic, the Tetsujin Nurse has the Gerentologic Healer trait. If he casts *raise dead* from a scroll or magic item, this trait applies.

Massive Strength (EX)

The Tetsujin Nurse's pneumatics and artificial musculature allows him to haul enormous weights, out of proportion to his size. His lifting, carrying and dragging limits are ten times greater than a humanoid creature of his size. His maximum load is 1,300 lbs.

Nature

Assembled in Osaka, the soft-spoken and kind Tetsujin Nurse might be found anywhere in Japan, especially in hospitals, hospices, nursing homes or working as a home-care nurse. Such robots accompany the elderly in their daily tasks.

This particular Tetsujin Nurse has mingled a little magic with his medical expertise, and is in great demand as a medic. The Tetsujin Nurse is accompanied almost everywhere by a small albino rabbit with glossy silver fur; the curious little rabbit either perches on the big robot's wide shoulder or carried in the robot's satchel beside his medical gear. In honor of his beloved familiar, the Tetsujin Nurse has painted blue and pink cartoon bunny rabbits on his silvery hull.

SIMILAR CREATURES

Amakaze Nurse Tetsujin – CR 2

The Amakze employs especially cruel and darkly pragmatic nurse robots to care for their oldest and most feeble members. These robots are extremely solicitous towards their Amakaze patients, but dispassionately sadistic towards any lesser creatures- after all, the young and poor only exist as viable donor organs for the medical needs of the wealthy and aged.

Amakaze Nurse Tetsujin have dark, glossy black hulls with very few personal decorations. They are as elegant and understated as a multi-millionaire's Jaguar.

Use the Tetsujin Nurse statblock with the following changes.

- Amakaze Nurse Tetsujin are LE Medium Monstrous Humanoids (Half Construct).
- Amakaze Nurse Tetsujin gain a new special attack form.

Vulture's Scalpel (SU)

On a critical hit with its scalpel, the Amakaze Nurse Tetsujin inflicts *energy drain* (1 level, FORT DC 11). Instead of healing 5 HP per level drained, the Amakaze Nurse Tetsujin can instead spend a full round action transferring that stolen life energy to an allied creature in the Old or Venerable age category. Doing so extends that creature's maximum life span by 1d4+1 years per level drained. If energy is not transferred in this manner within an hour of the negative level's infliction, no benefit is gained from the level drained. The Amakaze Nurse Tetsujin can store a number of negative levels in its body equal to 3 + its WIS Modifier (5 negative levels); if it wishes, it can gain 5 points of healing by consuming a stored negative level as an immediate action.

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TETSUJIN SHATEI - CR 2

Medium LE Monstrous Humanoid (Half-Construct) Warrior 3, Rogue 1
XP 600
Init +1 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception -1
Languages Japanese, Tagalog

Defense
AC 15 **Touch** 11 **Flatfooted** 14 (+1 DEX, +2 natural, +2 armor)
HP 3d10 +1d8 +8 hp (23 HP)
FORT +5 **REF** +4 **WILL** +0
Immune Half Construct Immunities
Weaknesses Cybernetic Security Risk -0, Tasteless, Unique Hand Structure

Offense
Spd 30 ft
Melee +7 dagger (1d4+4 slashing, 19-20/x2)
Ranged +4 streethawk pistol (2d8 ballistic, 20/x2, 40 ft range increment, full atuo, 12 box)
Sneak Attack +1d6
Special Qualities Trapfinding

Statistics
Str 18 **Dex** 13 **Con** 14 **Int** 10 **Wis** 9 **Cha** 12
Base Atk +3 **CMB** +7 **CMD** 18
Feats Stealthy, Skill Focus (Intimidate)
Skills Bluff +6, Craft (electronics) +7, Computer Use +4, Escape Artist +3, Intimidate +11, Profession (gambler) +5, Stealth +10
Gear streethawk pistol and 2x spare magazines, dagger, light ballistic vest

Cybernetics
Headware – Onboard Computer, Attack Barrier x1

Ecology
Environment any urban (especially neighborhoods with a large crime, gang or entertainment presence, like Tokyo's Roppongi district)
Organization solitary or pair, or accompanying several human Yakuza (Rogue 1-2 or Warrior 3-4)
Treasure standard (including gear)

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Special Abilities

This Tetsujin has selected the Tetsujin Brawler alternate racial trait, losing his Massive Strength quality in favor of a higher base Strength score.

Nature

Like any other large corporation, the Yakuza employs Tetsujin mecha whenever possible. The big, burly robots make excellent debt collectors and soldiers, and unlike human *kyodai* (brothers), Tetsujin *shatei* (little brothers) are never tempted to skim off the profits and never talk to the cops. The same qualities that make Tetsujin dependable workers in more honest fields also make them excellent Yakuza….sometimes much to the resentment of their human counterparts.

Tetsujin Shatei are usually purchased and employed by a Yakuza front company. This one here, is a repairman specializing in gaming machines that rotates through a circuit of pachinko parlors, fixing their machines as needed. Off the books however, the Tetsujin Shatei's real job is collecting on gambling debts. Very few gamblers are going to hold out on a giant metal leg-breaker, no matter if the robot's voice synthesizer makes it sound like an 8 year old lolicon.

Tetsujin Shatei usually adopt jet black hulls that they polish to a mirror sheen. If they can afford it, they have high quality airbrush art covering every inch of their hulls, in imitation of the traditional designs inked into the flesh of human Yakuza. In a quirk of membership, Tetsujin Shatei have a unique naming convention. The Yakuza always names its Tetsujin members after luxury sports cars or high end street bikes, and the organization does not bother with serial numbers.

NEW SUBTYPES

Some of the creatures in this sourcebook display the following new subtypes.

KUMO-CHAN

Constructs with the Kumo-Chan subtype have a spider-like body plan. They are often fast, stealthy, and keenly intelligent, and often deployed by Japanese police and military forces.

MECHA

Constructs with the Mecha subtype are vehicles designed to operate under the direct control of an intelligent pilot. Mecha have the following qualities.

- Though the Mecha's type is Construct, it is vulnerable to mind-influencing effects through its pilot. This weakness does not apply if the Construct is unmanned. *Location: Weaknesses Format: Intelligent Pilot*
- *Piloted (EX)* Some of the Mecha's qualities, marked with an asterisk in the statblock, are replaced by the Mecha's pilot if they are greater. The following qualities are replaced by the pilot's when the Mecha is in action: alignment, languages, REF and WILL Saves, skill ranks, base attack bonus (which may modify CMB and CMD), DEX, INT, WIS and CHA scores. *Location: Special Qualities Format: Piloted*

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